THE MAGIC SEEKERS – Character Rules

By Tim Krause
An Adventure System for Young Players

TMS   Role-Playing for New Adventurers

The Magic Seekers

A complete set of rules for younger adventurers and those who are new to role playing games. Features a simplified set of rules, magic item cards, and pre-generated character sheets to help you to get up and playing quickly.

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Forward

Imagine if you will with me.

Do you remember the first time you heard those words?

They send a shiver down our spines as we're teleported to places of imagination from our childhood. No matter where we find ourselves in life, our imaginations are never far from our minds.

We wrote **The Magic Seekers** with that feeling always beckoning us from just around the next shadowy corner, as the sun sets on that hot summer night, and the air is electric gold, turning to deep blue. It's a time of magic and terror, halfway between our hopes and dreams, and the horrifying adventure that lurks between the shadows.

Roleplaying games don't have to be overly complex and arcane sets of rules requiring hours of preparation to play, and dozens of adventures to master.

The best and most memorable games are about the stories, and the role that your players create for their characters—no matter the consequences.

Out of the desire to find a quick and approachable way to create new and memorable adventures for new and seasoned players alike, we wrote and designed **The Magic Seekers.**

The book that you hold is designed to introduce new players and Game Masters alike to what it's like to crawl through a dungeon, get lost in the wilderness, and to try and make the heroic decisions, act fearlessly and live forever in the myths and legends of your friends and family!

Adventure on, my friends!

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INTRODUCTION

Welcome to a world of fantasy and storytelling in a world of wizardry, dragons and wondrous treasures. Share with your young players a fantastic realm of make-believe where they might recognize elements of games familiar and games brand new.

Your game together will be driven by creativity and imagination. Role playing is all about picturing a world where monsters fly, hordes of treasure can be found buried in far-away lands, and adventurers can cast powerful spells to defeat evil. It's about how to use your problem-solving and empathy to survive dark and lonely nights in the stormy wilderness. It's about facing adversity and reacting to challenges you've never before encountered.
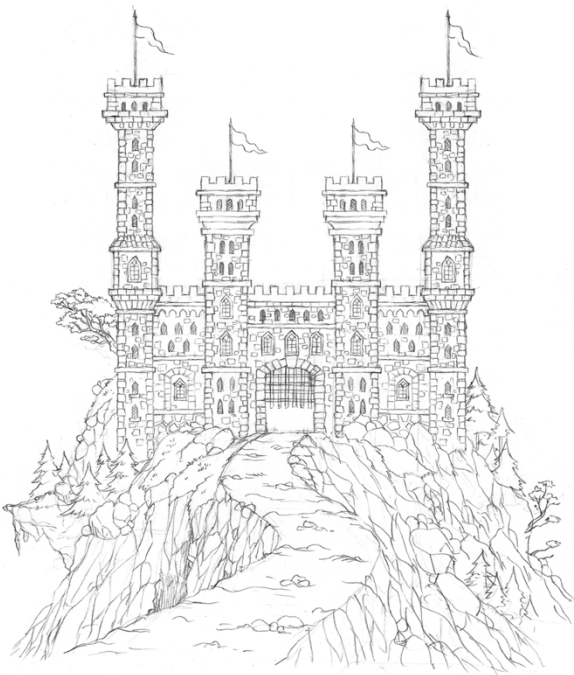
These are beginner rules written specifically to introduce you, the Game Master (GM) and your players to the rules of *The Magic Seekers (TMS).* Compared to many other systems that are out there, we have condensed and simplified the rules of play. The best role-playing games are about plot, stories and characters: the rules should only facilitate your game!

This rulebook is designed to introduce **TMS** to you and your players: it provides everything you need to play the first six levels. While we hope the rules are easy for you to expand upon, you'll want to consider the full *The Magic Seekers* rulebook, which we'll be publishing in early 20112.

Game Master (GM): You spent the long day, walking in the rain certain that you were on the road home. Perhaps you remember the directions wrong, or perhaps you missed a turn somewhere along the way.

As the winds pick up, and the thunder rolls in, you're certain that you have gotten lost. Monsters and unseen beasts growl and snarl from the woods surrounding you, their glowing eyes barely visible as the rain starts to pour down around you.

Sara (playing Xan Yae): I want to step off the path and into the woods a little way to see if I can see what kind of beasts are following us in the woods. I don't want to be surprised by them later tonight.

This isn't purely a game where players make up their every move. Rules provides you with some structure to your story so that you can help direct the consequences of your players' actions and manage the flow of play.

Players start their adventuring by creating characters that have attributes that will influence their successes and failures as they explore the world that you have created for them. They will roll dice at key decision-points to determine whether they find a secret door, or a spell has its intended effect, or they have struck an evil monster with their longsword.

While the players may attempt nearly anything that they can describe to you, the dice will make some outcomes more or less probable than others.

Where players start out with characters that they create, as GM you start out with a map, a story, and at least some rough ideas for creatures and events that those characters will encounter as they seek to accomplish some kind of goal.

As the GM, it will be your job to provide enough of a storyline to interest your players, while allowing them the flexibility and freedom to determine what actions they will take that they think will most influence the outcome of the adventure. As GM, it is your job to merely set the stage for the relative success or failure of your players as they embark upon their adventure together.

Game Master (GM): Alright, Xan Yae steps off the trail and into the outer edges of the woods. As she does so, Sara, I want you to roll a **Perception** check.

Sara (rolling a d20): I rolled a 13, including my **Perception** bonus of +1.

GM: You hear a twig snap, but you realize that it was one that Xan Yae stepped on. Just as she stepped on it, the forest goes eerily quiet. What would you like to do next?

In many roleplaying games, multiple players create adventurers, and then work together to solve a mystery, explore an ancient castle, or slay a dragon.

This game may be played differently, if you choose. Although it is possible to play with multiple players, it is written so that you can introduce just one player to the game. It also provides a basic core set of rules so that play can begin quickly and is geared toward shorter sessions—typically around an hour in length. If you find yourself even further strapped for time, there are also pre-generated characters in the Appendices to these rules.

Sara (Xan Yae): Oh, no, clumsy Xan Yae! She'll pull her bow from across her back, and ready an arrow in case anything jumps out at her from the trees. I wish she hadn't stepped on that twig.

GM: Okay, let's roll for initiative!

Core Game

The central feature of **TMS** is a combination of mostly 10-sided and 20-sided dice rolls. Dice will be referred to throughout in abbreviated form as **10d** for 10-sided, and **20d** for 20-sided.

You and your characters will frequently be asked to make **d10** and **d20** rolls, sometimes modifying or adjusting them with specific **modifiers** that will be noted on your character sheets. In each of these cases, you will have a specific number to meet, or exceed: doing so results in success; otherwise, you fail.
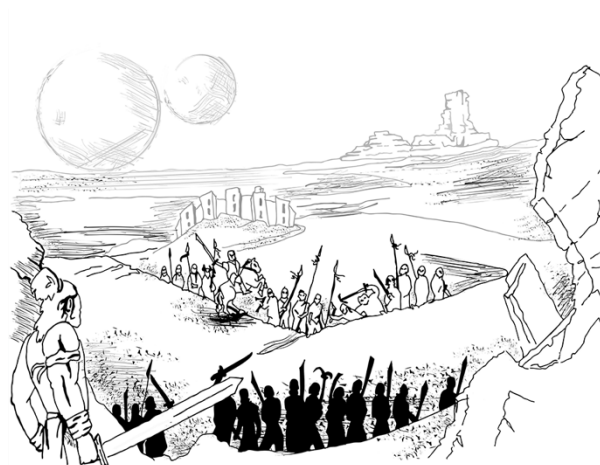
The Rings of Quespa

Written, as a tutorial and your players' first adventure, *The Rings of Quespa* is intentionally light on combat and other mechanics so that new players can adjust to the basics of the game— developing their characters through the choices that they make in game play, and getting into the basic mindset of roleplaying games.

The Rings of Quespa is also intentional in providing the opportunity for characters to gain levels of experience a little more quickly than normal: it is up to the GM to decide if they should tell players this or not. You don't want to discourage future play, but you also want to reward good decisions and early play so that players continue to return to **TMS**.

Using These Rules

The rules for **TMS** follow a couple of conventions and color-coding standards to help new GMs quickly learn this game system. We don't want you to get bogged down in trying to interpret the rules.

The color-coding system highlights critical decision-points and features in your game:

Ability check or save
Monster
Treasure

The first time that we use a special term for the game, we will define it for you and note its abbreviation. The following are some of the most common abbreviations that as a GM you will want to familiarize yourself with:

TABLE 1: COMMON ABBREVIATIONS

ABBR	Description
AC	**A**rmor **C**lass
DC	**D**ice **C**heck
DMG	**D**a**m**a**g**e
GP	**G**old **P**ieces
LP	**L**ife **P**oints
LVL	**L**e**v**e**l**
nDx	**n**=number of dice; **D**=die; **x**=number of sides
SP	**S**ilver **P**ieces

PART I: YOUR CHARACTER

Create Your First Character

In **TMS**, your players' first goal is to create characters quickly and efficiently in order to get to the matter at hand: the adventure!

It is important to note that in any good game, there is a risk of failure as much as success: some characters are weaker or stronger than others, and sometimes characters unfortunately die. Because of these aspects of the game, you might allow your players to create up to two characters. Remind your players not to get too attached to their characters, especially at the lower levels: they might not survive their first adventure! However, characters that do survive will be that much more memorable, and those that do not will live on in story and song for many lifetimes to come.

Character creation in **TMS** follows these basic steps:

1. **Determine the character's four ability scores**: the player rolls **2d10** for each ability score, plus one extra roll. Note the ability modifiers in **Table 2**. The abilities are: **Empathy**, **Endurance**, **Perception** and **Intelligence**. Players might record their rolls in this format:

TABLE 2: ABILITY SCORES

ROLL	RESULT
1	
2	
3	
4	
5	

Once a player has their five rolls: the player discards the **lowest roll**.

Assign the four ability scores to each of the following: Empathy, Endurance, Perception and Intelligence.

Players should reference the **Character Type** they want to play so that they match the strongest ability score with the one that will most benefit their character. If an ability score is too low or too high, they will have a modifier associated with that score from **Table 3**.

They will use those modifiers when attempting actions associated with those abilities. For example, if a character searches for secret doors, they might be asked to roll a **DC Perception check of 12** or better. The player would roll a **d20** and add their **Perception** modifier to the result. Any combined result of 12 or above would indicate success.

TABLE 3: SCORE MODIFIERS

SCORE	MODIFER
2	-3
3-6	-2
7-9	-1
10-12	NONE
13-15	+1
16-18	+2
19	+3
20	+4

2. **Determine Life Points:** All character types start with the same base chance for **Life Points** by rolling **1d6** and then modifying it by their **Endurance Modifier**.

3. **Determine Luck Score:** Roll **1d6**. This is the character's base luck score and will be used in extremely limited situations when a player wants to modify the outcome of a roll. There is no modifier associated with this roll.

4. **Calculate Saving Throws:** Saving throws are modifiers to your players' **d20** rolls based upon the following ability scores:

   Gut   **Endurance** Modifier
   Reflex **Perception** Modifier
   Will   **Empathy** plus **Endurance** plus **Perception** plus **Intelligence** Modifiers

   Note: A character's **Will** is unique in that it is considered a combination of all of the character's attributes!

5. **Choose Starting Equipment, Armor and Weapons:** Each character class comes with a basic adventuring pack of equipment, weapons and armor that are outlined with their **Character Type**, below. Rather than purchase items individually, the **Equipment Packs** are designed to facilitate character creation and equip each player with common equipment for a beginning adventure.

6. **Starting Gold**: Players start with a limited number of gold pieces (GP), calculated as **1 GP + Luck Points** to use as they see to supplement their **Equipment Packs**.

7. **Calculate Armor Class**: Your character's Armor Class (AC) is determined by taking a **base AC of 9**, adding your armor's **AC Bonus** and adding your **Endurance** modifier. **Note: Shield Bonus** gets added, but only when a player has their shield in hand. **Robes** may be worn over leather armor, but not over chain, scale or plate armor.

8. **Choose Starting Spells**: For Cleric and Magic User characters, determine the number of starting spells, and then select spells listed with their Character Type.

9. **Play Your First Adventure!**

Abilities

The four abilities are the core of your players' characters and her or his strengths. Each are described below. When creating characters, think about which abilities will also enhance the **Character Type** (described in the next section) that you will create.

Empathy – Defined as your ability to relate to others, those with high levels of empathy not only relate to others but can even feel their emotions—when they are particularly strong in this area. **Elves**, and **Clerics** often exhibit strong levels of empathy.

Endurance – Characters with high endurances exhibit a unique combination of mental and physical strength. They can often march under extreme conditions for long periods of time. In other situations, carry the heaviest loads and wield the heftiest weapons. **Fighters** and **Dwarves** tend to have higher than average levels of endurance than their counterparts.

Perception – Evidenced by their keen awareness of their surroundings, characters with high levels of perception appear to others as though they have eyes in the back of their heads. They are seldom taken by surprise by anything in their environments. **Monks** and **Tricksters** often excel when it comes to perception.

Intelligence – The character in the group who always seems to have the answer when it comes to knowing a language, hidden lore, or about those things magical are the ones with above average intelligence. **Magic Users** must be keenly intelligent in order to practice their craft.

Other Attributes

Life Points – These points represent the lifeblood of your character. If a character's life points drop down to zero or lower, your character risks death.

Choosing a higher **Endurance** increases your **Life Points**, based upon that modifier.

Luck – Sometimes things just don't go your way. Your character starts with a limited number of luck points that you can expend any time that a roll doesn't go your way. You can expend as many luck points as you want at any given time, but once they're gone, you can't get them back: use them carefully!

Under extremely limited circumstances the **GM** may award additional **Luck** points.

Saving Throws – Characters often have something happen to them. A spell might be cast, a trap sprung, or something that falls at them suddenly from the ceiling. Different characters react differently to those circumstances giving them an opportunity to avoid or reduce the impact of those circumstances. In **TMS**, the ability to avoid such calamities are further broken down into three different types of saving throws that include: **Gut**, **Reflex**, and **Will**.

The three saving throws are defined below. In all situations, the player rolls a **d20** as the basis for their attempted save, adjusted by any modifier associated with the attribute associated with that save.

Gut – Characters react differently to any kind of attempt broadly described as poisonous. The poison might be injected from a trap, ingested in food, or the result of an injury from a poisonous animal, like a snake or spider. **Gut saving throws are adjusted by the character's Endurance modifier.**

Reflex – Sometimes the world moves quickly around us. It might be an object thrown at us, or a sudden shifting of the ground underneath our feet. **Reflex** is our character's ability to react to those situations **deftly and carefully. Reflex saving throws are adjusted by the character's Perception modifier.**

Will – Efforts of significant exertion, whether mental or physical, normal or through magical means, are a test of a character's **will**, which is a reflection of **all of a character's attributes. Will saving throws are adjusted by all of the character's modifiers: Empathy**, **Endurance**, **Perception and Intelligence**.

Armor Class – Based on a character's reflexes (natural defense) and armor, **armor class** reflects our character's ability to deflect physical attacks.

Character Type

One of the most important early decisions your players will make is to choose a **character type** that they will play. In **TMS**, characters are limited to only one type. Races, like **Dwarf** and **Elf** are considered their own **character type**.

Cleric: A cleric who adventures plays a central role as healer on the team. They are servants of a larger being or god, and often belong to a greater order, monastery, or church.

Clerics can turn the dead, and at their most powerful even have the power to return other characters from the clutches of death.

Key Attributes:	Empathy +1
Speed:	Maximum speed of 30'
Armor:	Any, except plate
Weapons:	Any, except two-handed sword

TABLE 4: CLERICS

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d6 (4)	+1 Empathy
3	+1d6 (4)	+1 hit
4	+1d6 (4)	+1 attribute
5	+1d6 (4)	+1 Empathy
6	+1d6 (4)	+1 damage

TABLE 5: CLERIC SPELLS

Spells Known

LEVEL	1ST	2ND	3RD
1	1	-	-
2	2	1	-
3	2	2	1
4	2	2	2
5	3	3	2
6	3	3	3

Dwarf: Dwarves have been on this planet for many centuries, and some consider them to be one of the oldest races in existence. They tend to shun the lives of men, preferring to live underground where they have perfected their skills as miners, armor smiths, and (when necessary) fighters.

Key Attributes: Endurance +1
Sight: Can see in the dark, up to 60 ft.
Speed: Maximum speed of 20'
Armor: Any
Weapons: Any

TABLE 6: DWARVES

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d10 (6)	+ 1 hit, melee
3	+1d10 (6)	+ 1 damage
4	+1d10 (6)	+1 attribute
5	+1d10 (6)	+ 1 hit, melee
6	+1d10 (6)	+1 damage

Elf: Elves are a very private and reclusive race of humanoids, who prefer to live away from other civilizations and races. They are most commonly found in woodlands and ancient forests, though in some cases in the mountains as well.

As a race, elves are most interested in perfecting the use of ranged weapons, nature, and magic—those things that require patience and longevity to master.

Elves can choose to master a limited number of the same types of spells as magic users. Unlike magic users, however, they are proficient in more weapons and armor than magic users. They also have the special ability to cast spells without using their voices.

Key Attributes: Empathy +1
Sight: Can see in the dark, up to 60 ft.
Speed: Maximum speed of 40'
Armor: Robe, leather, shield
Weapons: Dagger, bows, crossbow, short sword

TABLE 7: ELVES

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d6 (4)	+1 hit, ranged
3	+1d6 (4)	+1 hit, ranged
4	+1d6 (4)	+1 attribute
5	+1d6 (4)	+1 damage
6	+1d6 (4)	+1 hit, ranged

TABLE 8: ELEVEN SPELLS

LEVEL	1ST	2ND	3RD
1	1	-	-
2	2	-	-
3	2	1	-
4	2	2	-
5	2	2	1
6	3	2	1

Magic User: Users of magic are often solitary hermits, who are not interested in the usual ways and rules of men. It is uncommon for them to adventure as they do not wear armor, and they are not physically strong. However, when present they possess the uncanny ability to tap into unseen powers and meld it to their own means, creating magic that can turn the tide of the fiercest and deadliest of battles.

Magic users train carefully in their craft as magic is often unknown and deadly in the wrong hands. They learn new spells and practice them carefully before employing them.

Key Attributes: Intelligence +1
Speed: Maximum speed of 30'
Armor: Robes
Weapons: Dagger, staff

Weapons: Dagger, mace, staff, crossbow

TABLE 9: MAGIC USERS

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d6 (3)	+1 Intelligence
3	+1d6 (3)	+1 hit
4	+1d6 (3)	+1 attribute
5	+1d6 (3)	+1 Intelligence
6	+1d6 (3)	+1 damage

TABLE 11: MONKS

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d6 (4)	+1 Perception
3	+1d6 (4)	+1 AC
4	+1d6 (4)	+1 attribute
5	+1d6 (4)	+1 Perception
6	+1d6 (4)	+1 AC

TABLE 10: MAGIC USER SPELLS

Trickster: Tricksters are an interesting character type: usually they will not tolerate others like themselves. This means there is usually only one in a party. Trickster's are generally both perceptive and intelligent. While they are keenly aware of their surroundings, they are also often masters of disguise, working with their hands, and persuading others to do their bidding.

Tricksters are also remarkably lucky individuals. They start with an additional **Luck** point and gain them when they level up. Unlike other players, their luck regenerates every 24 hours!

Key Attributes: Perception +1, Luck +1
Luck is regenerated every 24 hours
Speed: Maximum speed of 30'
Armor: Leather and shield
Weapons: Dagger, short sword, crossbow, short bow

LEVEL	1ST	2ND	3RD
1	1	-	-
2	2	1	-
3	2	2	1
4	2	2	2
5	3	3	2
6	3	3	3

TABLE 12: TRICKSTERS

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d6 (4)	+1 Perception
3	+1d6 (4)	+1 luck
4	+1d6 (4)	+1 attribute
5	+1d6 (4)	+1 Perception
6	+1d6 (4)	+1 luck

Monk: The monk is rather different from most of the other adventurers in a party. It is uncommon for them to wear armor or to use physical weapons. Instead, they specialize in unarmed combat, the martial arts and the very strength of their own inner power.

Monks make careful and long study of spiritual energies, often with other monks in a monastic setting. The monk derives his or her power from the depths of their practice of mindfulness.

Key Attributes: Perception +1
Speed: Maximum speed of 40'
Armor: Robes

Warrior: You are always in the front-line of battle, leading the charge, or rallying for a strong defense. You are the strongest attacker, have a large number of Life Points, and quite capable of defending yourself. Anything you pick up, can turn into a deadly weapon.

Key Attributes: Endurance +1
Speed: Maximum speed of 30'
Armor: Any
Weapons: Any

TABLE 13: WARRIORS

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d10 (6)	+ 1 hit
3	+1d10 (6)	+ 1 damage
4	+1d10 (6)	+1 attribute
5	+1d10 (6)	+ 1 hit
6	+1d10 (6)	+1 damage

Levels

The level of a character indicates a general proficiency that she or he is gaining with their craft and abilities. Levels are gained through the experience of adventuring. The system used by **TMS** is simpler than in many systems and assumes 1 level of experience for about an hour play, or an adventure.

Details

When a character levels up, they require at least same downtime for training and practice before they gain the benefits of that new level.

Therefore, as GM you may find it easier to wait to tell your players that they have leveled up until they have completed the current dungeon or adventure and returned to a location where they may rest and train.

In general, players only increase one level at a time, though as **GM** you may make exceptions to that rule. Those exceptions may be the result of particularly inspired play or more extended sessions of play. Be sure, however, that your players understand that gaining more than one level at a time is truly exceptional and not something they should routinely expect.

A Note about Hit Dice (HD)
When a player levels up, you (or they) have a choice about how to determine additional hit points: in advance they may either choose the number noted in (x) or they may roll the corresponding die. Hit point rolls **may not** be modified by luck.

Back Stories (Stories About Your Character)

You have created your first character! But statistics only say so much about your character. You might choose to also find an image that reflects your character, or even write a brief story about her or his background to help bring them alive in your imagination—and the lives of the other players.

You can make your story as simple or as complicated as you like. The goal of these rules isn't so much to explain in great detail how to write a compelling story for your character. But we do provide an example from one of our players that you might use as an example.

Milo Wispermouse, Thief

Milo Wispermouse's parents disappeared under mysterious circumstances after his birth, under a sinister blue harvest moon. An only child Milo was raised by his father's parents, Dagnal Durthane, a lawful magic user who works as a scholar training other young magic users. His grandfather, Ellric Wispermouse is a lawful rogue, who returned from a life of adventure to farming the land to provide care for his wife Dagnal and grandson. Milo grew up in a small farming cottage with his grandparents, and had a comfortable, generally happy childhood with several young friends.

At a young age, Milo decided to strike out on his own and see the world. He signed on as a deckhand on a merchant ship. He quickly learned, to his great dismay, that the Captain was smuggling slaves in crates in the hold of the ship. Milo worked to successfully free many of the slaves and help them to freedom. However, he was caught one evening, stripped of all of his possessions, flogged and cast overboard, left for dead.

A group of ruffians rescued Milo and taught him the arts of deception and thievery that he now uses to try and rebuild his life, end the enslavement of others and someday discover the whereabouts of his long-lost parents, who he believes are still alive somewhere in this vast world.

His path has been dark and taken unexpected twists and turns, but Milo remains steadfast in his belief that he makes his own destiny in the world.

A Word about Gold

Besides magic items, your players will covet the treasure, in terms of gold, that they will earn, find and loot. In **TMS**, treasure is simplified, and all worth is calculated in silver (SP) and gold pieces (GP). **10 SP is equal to 1 GP**.

Players start the game with **1 GP + Luck score.**

Equipment
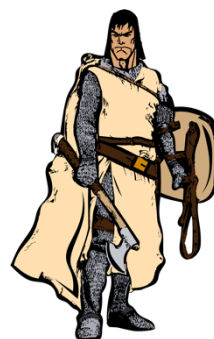
At the start of your adventure, the assumption in **TMS** is that each character type starts with roughly the same equipment based on their character's type. Each of the packs below correspond to a specific **Character Type**. This approach is intended to simplify the process of creating a character.

TABLE 14: STARTING EQUIPMENT PACKS

PACK 1: DWARF
Bedroll
Hammer
Iron Spikes (10)
Rations (10 days)
Sacks (2)
Tinderbox
Torches (10)
Waterskin (full)
STARTING ARMOR: Chain Mail
STARTING WEAPON: Battle Axe or Crossbow

PACK 2: ELF
Bedroll
Fishing Tackle
Rations (10 days)
Sacks (2)
Silk Rope (50')
Waterskin (full)
STARTING ARMOR: Leather
STARTING WEAPON: Short Bow or Short Sword

PACK 3: CLERIC
Bedroll
Candles (10)
Holy Symbol
Holy Water (2 flasks)
Incense (4)
Pouches (3)
Prayer Book
Rations (10 days)
Tinderbox
Waterskin (full)
STARTING ARMOR: Robe
STARTING WEAPON: Mace or Crossbow

PACK 4: MAGIC USER
Bedroll
Candles (10)
Component pouch
Parchment (10 sheets)
Quills and ink (3)
Rations (10 days)
Spell book
Tinderbox
Waterskin (full)
STARTING ARMOR: Robe
STARTING Weapon: Staff or Dagger

PACK 5: MONK
Bedroll
Incense (4)
Prayer Book
Rations (10 days)
Tinderbox
Torches (10)
Waterskin (full)
STARTING Armor: Robe
STARTING Weapon: Staff or Dagger

PACK 6: TRICKSTER
Bedroll
Pouches (3)
Rations (10 days)
Rope (50')
Tinderbox
Torches (10)
Waterskin (full)
STARTING Armor: Leather
STARTING Weapon: Short Sword

PACK 7: WARRIOR
Bedroll
Hammer
Iron Spikes (10)
Rations (10 days)
Rope (50')
Sack, Large (1)
Tinderbox
Torches (10)
Waterskin (full)
STARTING ARMOR: Chain Mail
STARTING WEAPON: Short Sword or Short Bow

After your players have started adventuring, they will likely not only want to expand the equipment that they have but will need to replace items that have been lost or damaged. Use the following table to help them replace items as necessary.
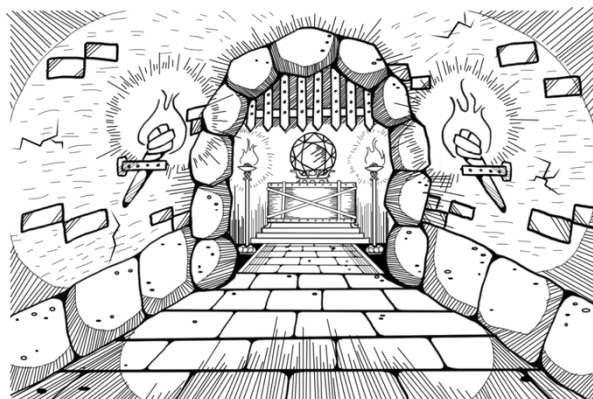

TABLE 15: COMMON EQUIPMENT

ITEM	COST
Bedroll	1 gp
Candles (12)	1 sp
Component Pouch	1 gp
Hammer	5 sp
Iron Spikes (6)	5 sp
Incense (12)	1 sp
Parchment (12)	1 sp
Pouch	2 sp
Prayer Book	5 sp
Quills (6) and Ink	2 sp
Rations (1 week)	5 sp
Rope (50')	5 sp
Sack, Large	5 sp
Spell Book	1 gp
Tent, Small	1 gp
Tinderbox	5 sp
Torches (6)	1 sp
Waterskin	1 sp

This list is designed to help new adventurers limit their choices to those items they will most likely need and use in their first adventures. As GM, use your imagination to expand the list as your party grows, learns and demands more items. Likewise, you should feel free to modify the price or availability of items as appropriate. For example, if your players are in a remote setting, items might be much more expensive, or not even available.

Armor

Most types of characters are proficient, or capable, of wearing armor and using shields as a means of protecting themselves from physical harm.

Based on the table below, **apply the corresponding AC Bonus to a character's base Armor Class of 9**.

Note that a character using any of the following: crossbow, longbow, longsword, short bow, two-handed sword, or Warhammer, cannot use a shield at the same time.

As GM, you might ask players to record their AC both with and without a shield for future reference.

TABLE 16: ARMOR

ARMOR	AC BONUS	SPEED	COST
Unarmored	-	-	-
Robe	+1	-	1
Leather	+2	-	20
Chain	+4	-5'	75
Scale	+6	-5'	100
Plate	+8	-10'	150
Shield	+1	-	10

AC is calculated as **AC BONUS** + **Endurance** Modifier

Weapons

Depending upon your character's class, she or he will be proficient in a variety of different weapons. If a character is not proficient, they may not use a weapon (or you might render them completely ineffective with that weapon, if they insist!).

Characters will know which weapons they may or may not be able to use.

TABLE 17: WEAPONS

WEAPON	DAMAGE	RANGE	COST
Battle Axe	1d10	-	5
Club	1d6	-	1
Crossbow	1d6	80	25
Dagger	1d6	10	3
Javelin	1d6	30	1
Long Bow	1d6	120	10
Long Sword	1d10	-	10
Mace	1d6	-	7
Short Bow	1d6	80	10
Short Sword	1d6	-	10
Staff	1d6	-	1
Two-handed Sword	1d10	-	15
Warhammer	1d10	-	5

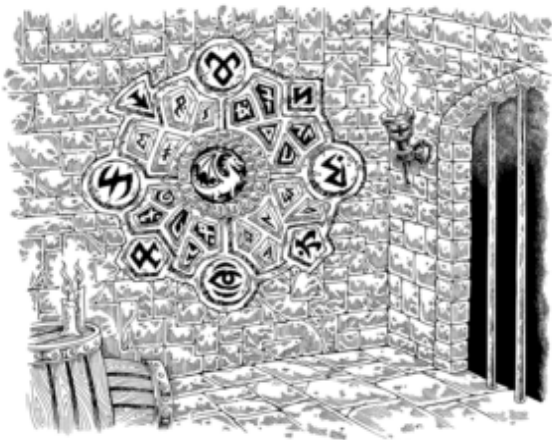|	QUANTITY		COST
Arrows	20	-	5
Crossbow Bolts	20	-	5

PART II: YOUR FIRST ADVENTURE

Creating adventures can be one of the most rewarding elements of being a Game Master. Use this section to inspire your first adventure, or to help you run **The Rings of Quepa**.

The Adventure

Once you have created characters, your party is ready to answer the call of adventure!

The party will begin by journeying to a distant and faraway land to face down danger and adversity at every step. But the rewards, the fame and fortune lure them regardless.

This section is designed to introduce you, the **Game Master (GM)**, to everything you need to know to create and run exciting and thrilling adventures.

As much as this section is about rules, bear in mind that setting and telling a story where your players are the key actors is more important than anything else that you will do as a GM.

When you prepare your adventure, think about the following guidelines and the rest of the details are sure to take care of themselves:

- Fill your character's lives with adventure
- Portray a fantastic world
- Address characters, not players
- Never speak the name of your move
- Always begin and end with the fiction
- Give your monsters life (and intelligence, when appropriate)
- Think dangerously
- Let them decide
- Leave blanks

As you prepare for your first adventure, don't sweat the details! Your players are much less likely to remember a small misstep in the rules, than they are to remember an adventure that you have made truly memorable for them.

Combat

Adventuring is dangerous stuff, and combat is one of the cornerstones of the very excitement. Remember, though, that with the excitement and reward comes the constant threat of death. You must allow your players' characters to die if the dice and the rules dictate.

With the ultimate failure of the death of a character come lessons learned. More importantly, those failures will create an even greater attachment to the characters who survive to tell truly harrowing and heroic stories of their deeds.

While this section provides the necessary rules for combat, remember that sometimes avoiding combat, or even making a hasty retreat, might be the more prudent (and difficult) decision for the party to make. As GM, it is appropriate with new players to offer hints of the actions they might take.

Movement: By default, characters move 30 feet per turn. Some races move at a different speed, and a character's choice of armor can also slow them down.

Initiative: In the first couple of games, have every player roll **1d20** for initiative, but take the highest number, including that player's modifier. All of the players will take their turn at the same time. As GM, also only roll once for the monsters.

Time: Most often, you will treat time fluidly, allowing the events of the game to play out naturally. Combat is one of the times where you will need to keep at least general track of time, as it elapses.

In general, assume:

1 full turn = 6 seconds or
10 turns = 1 minute

In your first games, time will most be a factor in determining the duration of some spells. As the adventures of your characters become more advanced and complex, you might make time a stronger element of the game.

Players will often attempt to stretch their turn as much as possible, and the timeframes above will help you gauge what you consider allowable in the context of a player's turn.

Actions – Act: In general, your players will choose to have their characters attack, defend, or move (or some combination thereof). When it is a player's turn, ask them to describe specifically what they intend to have their character do. As a general rule, allow your players as much time as they want to plan their character's action.

Actions – React: There are times when a player might choose to wait and react to another action that takes place. As GM, make sure that a player takes as much time to describe an action that they want to hold, as well as a specific action or trigger that will cause the character to then perform the held action.

Note: Players can only hold spells for one turn. If a spell is not cast at the end of the turn, the player loses the spell.

For example, a player might state that they will hold a shot with their crossbow until a monster reveals itself from behind a door or other barrier.

Saving Throws: Saving throws are always rolled in response to an event, most typically when characters have spells cast upon them.

Note that the spells described in these rules will provide the character attribute that the player is rolling against, and the number that they need to either meet or exceed in order to make their saving throw.

Saving throws are always made by adding or subtracting the modifier that goes with that particular save.

Ability Checks: Ability checks are rolled in response to events that might be avoidable, like springing a trap, falling, or avoiding the ill effects of a poison.

Note that **not all saving throw or ability check results are absolute**: in some cases, like with sleep spells, a player may save and not fall asleep. In other cases, a result might be partial resulting in, for example, taking half damage instead of full damage.

Using Luck: Characters can use Luck to give themselves a one-time bonus to a roll. There is no limit to the amount of luck she or he may burn at any given time. The player must declare their use of luck **before they know the outcome of that usage**. The use of luck points is permanent, so players should choose to use it carefully.

For example, a character could use 4 points of luck to get a +4 modifier on a saving throw. In this example, their luck is also then permanently reduced by 4! **Note:** remember that, as a character type, Tricksters have their luck regenerate every twenty-four hours.

Use the following rules when a character burns luck:

- Characters may only burn **Luck** to impact their own rolls, not the rolls of other characters.
- Typically, using luck will apply to a character's attack rolls, damage rolls, spell checks and saving throws, but could also (at the GM's discretion) be used for other purposes.
- A player may declare her or his intent to burn **Luck** either before or after their die roll. The player then specifies how many points they will burn. Players may only burn luck points once per turn. Be sure that the player understands that they need to choose to use points carefully—and to make the decision about how many points to use just as carefully!

Death: Characters and monsters die if their **Life Points (LP)** reach or drop below 0. There is a chance of saving a character if a Cleric treats them quickly.

Characters have only one round to be healed to prevent them from dying. If the character is healed in the same round as their **LP** were reduced to 0, add the entire number of **LP** they were healed.

If the character is healed in the following round, the character is stabilized and will need to be healed again in a later round as they do not gain back any **LP** in that round of healing.

Characters who are not healed by the end of the first round after their death, can no longer be healed and are considered dead.

Healing and Rest: Wounds heal with rest. Healed characters will never have more than their natural Life Point maximum.

If a character gets a good night's rest, they will **heal 1 LP**. After a day of bed rest, they instead **heal 2 LP**. Note that it takes a fair amount of time to heal, so players will need to be careful of their Life Points!

Luck may not be used to speed up healing and rest.

Other Actions

Remember that the story and experience you are creating for your players is paramount over all else.

If a player is creative in describing an action, no matter how heroic, it is your job as **GM** to allow them to try—no matter how slim the odds of success might be.

PART III: MAGIC

Magic is a central aspect of playing **TMS**. The system that we describe here is intended to be quick to learn for younger players. There are two primary classes of magic casters: clerics and magic users. Elves also have a limited number of spells that they may learn to cast.

Players choose which type of magic caster they will play when they create their characters.

Spells are organized by **character type** and a casting **level**.

Spell Casting

All Cleric and Magic User spells take 1 turn to cast, and the assumption is that the caster has the necessary ingredients to cast the spell.

Clerics require the ability to move their hands in order to cast their spells. They must also have their holy symbol in their possession.

Magic Users require their voice to cast their spells. There are three primary components to a spell, once it has been cast: 1) range; 2) duration; and 3) save. **Range** is the maximum distance allowable between the caster and the target of the spell. **Duration** is the amount of time, in turns, that the spell effects last (unless they are immediate). **Save** is the target's saving throw, if applicable.

Elves function the same as **magic users.** However, elves **do not need their voices** in order to cast their spells.

Spell Burn (Number of Spells Cast)

Both Clerics and Magic Users are limited in the number of spells they can cast during any given day. Spellcasters must rest for a full night to regain their spells.

Spell Checks and Saving Throws

Saving Throws are a spell target's attempt to resist the effects of a spell. Saving throws for enemy targets are almost always rolled by the **GM**. After a spell has been cast, the GM rolls a **d20** and applies any modifier to it.

Concentration and Spells

Spells requiring concentration will end if the character is attacked and hit, or if the character chooses to take another action.

Cleric Spells

First Level

Command: The cleric speaks a powerful word that holds the will of her or his deity. Creatures hearing the word are bound to obey (assuming a failed save). The single word must describe an action and be spoken out loud in the direction of the target. The word must be selected carefully, or there is a chance that it may be mis-understood. If the command is contrary to the target's nature, the target receives an additional **+4 bonus** to its saving throw.

Range: 30'   Duration: 1 minute
Save: INT 12   Requires: Concentration

Effect: Provided that the caster is able to concentrate on the spell, the target will carry out their wishes for the duration of the spell.

Cure Wounds: Curing wounds is at the heart of what clerics do. Its effects will always be upon a character's **Life Points**. It will not cure the effects of paralysis or poison, nor will it restore luck points.

Range: Touch   Duration: Instant
Save: NONE

Effect: The caster cures the touched target for **1d6 (4) life points**. **Option:** The GM may allow the caster to **cure wounds** as a second or third level spell. Doing so, adds **1d6** per level to the results.

Mana: The cleric calls upon the gods to feed his or her companions. The spell either makes inedible food edible or creates food and drink when it is

otherwise not available. The food that is created will last for twenty-four hours if it is not immediately consumed.

Range: Touch   Duration: 24 hours
Save: NONE
Effect: The food and water created is enough to provide food and water for 4+ party members for one day each.

Resist Heat or Cold: Repels the extreme effects of cold or heat upon the caster's body and can also protect others. The cleric can withstand either condition without discomfort.

Range: Duration: 10 minutes
Save: NONE

Effect: For the duration of the spell, the target can resist damage due to heat or cold, whether the source of that damage is natural (e.g. the weather) or magical.

Sanctuary: The cleric creates a place of sanctuary where the caster and allies are safe from harm.

Range: 20'   Duration: 1 minute
Save: NONE   Requires: Concentration

Effect: Characters within a 20' radius are temporarily protected from spells that specifically target them. However, characters are not protected from spells that effect an area, like fireball.

Second Level

Banish: You attempt to banish a creature to another plane of existence.

Range: 20'   Duration: Instant
Save: INT 10

Effect: Although it has an equal chance of failing, this powerful spell banishes a target to another plane of existence. It is up to the GM to determine if or how the target might return to the material plane.

Bless (Curse): At the onset of the spell, the cleric chooses to either bless or curse a target.

Range: Touch   Duration: Instant; 1 minute
Save: NONE or (WILL 12)

Effect: If the target of the spell is to bless, there is no saving throw. For the duration, any attack or save that involves a **d20** is modified with **+1d6** for **bless** and **-1d6** for **curse**.

Cure Paralysis: With a gentle touch, the cleric removes the debilitating effects of paralysis from the target.

Range: Touch   Duration: Instant
Save: NONE

Effect: Removes any physical or magical effects of paralysis upon the target. It does not heal any prior damage inflicted by the paralysis.

Divine Symbol: Casting this spell places a dangerous symbol on an object that can then be closed to conceal that symbol. When you cast the spell, you determine what triggers the symbol, which otherwise remains invisible. One of the most common triggers is opening the cover or lid of the item that conceals the symbol.

Range: Touch   Duration: Until triggered
Save: See below

Effect: The caster determines the effect of the symbol in advance:
  Fear: **Reflex 12**
  The afflicted party runs in fear and cannot
  return to the area for 1 minute.
  Nausea: **Gut 12**
  The afflicted party takes 1d10 damage.
  Confusion: **Confusion12**
  The afflicted party stands petrified, and unable to take any action (including speaking) for 1 minute.

Neutralize Poison: The cleric is able to remove a poison from a person, or food and drink.

Range: Touch   Duration: Instant
Save: NONE

Effect: Cancels all effects of a poison. The spell does not cure any damage that has already been inflicted by the poison.

Third Level

Animate Dead: This spell creates an undead spirit being that serves the wishes of the caster. It requires a small pile of bones to animate.

The spell raises the bones into a skeleton or zombie-like creature, though they are less powerful. As the caster, you use a bonus action every turn to direct the spirit being.

Range: 20'   Duration: 24 hours
Save: NONE

Effect: Animates up to 1d6 piles of small bones. Each animated set of bones has an AC of 9, and LP of 4. They can inflict up to 1d6 damage on attacks.

Cure Major Wounds: This is a more advanced version of the 1st level spell **Cure Wounds**, and a cleric will typically choose to cast it in situations where wounds are much more severe.

Range: touch   Duration: Instant
Save: NONE

Effect: Cures the target of 10 (2d10) life points damage. Cannot be cast at higher levels.

Exorcise: If a creature has been possessed by a spirit, evil or otherwise, exorcise dispells it from the target's body.

Range: Touch   Duration: Instant
Save: NONE

Effect: Removes any physical or magical effects of possession upon the target. It does not heal any prior damage inflicted by the possession.

Life: The invoker, speaks words of life, and up to 1d6 creatures of her or his choosing in range are dramatically healed for a total of 50 life points. The life points may be divided among the target creatures however the caster chooses.

Range: Hearing   Duration: Instant
Save: NONE

Effect: As many as 1d6 targets within hearing range of the caster are healed up to 50 life points for all of the targets. The caster determines how many life points each target receives.

Remove Curse: With a blessing touch, the cleric removes the effects of a curse on an object or individual. If an area suffers the effects of a curse, the cleric may also remove a curse from a physical space as well.

Range: Touch   Duration: Instant
Save: NONE

Effect: Removes any physical or magical effects of a curse upon the target. It does not heal any prior damage inflicted by the curse.

Speak with the Dead: Casting the spell on a corpse animates it with intelligence and voice so that the caster may speak with it. The corpse will only know what it knew when it was alive, and it must still possess a mouth in order to speak. The corpse cannot learn anything new and will be unable to speculate about the future.

Range: Touch   Duration: 10 minutes
Save: NONE   Requires: Concentration

Effect: Provided that the caster continues to concentrate on speaking with the dead, she or he will be able to communicate with one animated creature. Any interruption cancels the effect of the spell.

True Name: The caster learns the true name of the target. Although similar to **Command**, true name is much more powerful.

Range: 20'   Duration: 1 minute
Save: WILL 18

Effect: True Name is identical to **Command** but with one notable difference: the target may be influenced, if it fails its saving throw, to do *anything the caster bids it to, even if it is harmful to it.*

Magic User Spells

First Level

Charm: The caster attempts to charm a humanoid creature within range that can hear the caster. If charmed, the humanoid will regard the caster and party as friendly. The charmed creature will not perform any action that might do it harm.

Range: 20'   Duration: 1 hour
Save: INT 12   Requires: Concentration

Effect: Provide that the caster is able to concentrate on the spell, the target will carry out their wishes for the duration of the spell.

Cloud: The magic user casts a cloud of mist that chokes its target.

Range: 50'   Duration: 10   minutes
Save: INT 12

Effect: The mist inflicts 4 (1d6) damage from choking on any creature that fails its saving throw within a 20' radius of the targeted area. Creatures that save take 2 (half) damage.

Color Mist: The caster creates a spray of brilliant colors that blinds the target.

Range: 30'   Duration: 1 minute
Save: INT 12

Effect: Blinded targets that fail their saving throw within a 10' radius are unable to see, and therefore are unable to perform any action that requires sight.

Detect Magic: The caster knows if there is a magic aura associated with a person, place or an item that is within range.

Range: 10 feet   Duration: 1 minute
Save: NONE

Effect: Any item within range that is magical will glow with an aura. In general, this does **not identify** what the item is, only that it is magical. However, as GM you may allow that if the caster has encountered the item before, they can then identify it. If the item has a magical modifier, like a +1, more powerful items will be only identified as "more powerful" than the caster has encountered in the past.

Missiles: You create up to four magic, colored missiles and can direct them at as many targets as there are missiles. All of the targets must be identified as soon as the spell is cast.

Range: 100'   Duration: Instant
Save: REF 12

Effect: Each missile inflicts 4 (1d6) damage on failed saves, or 2 (half) on successful saving throws.

Shield: The caster summons a shimmering blue shield that defends her or him from opponents.

Range: Touch   Duration: 1 minute
Save: NONE   Requires: Concentration

Effect: The targeted character adds +2 AC for the duration of the spell.

Optional: If cast as a second or third level spell, the character adds an additional +1 AC per level of the spell. Alternatively, the caster may shield 1 additional target for every additional level of the spell (e.g. 2 targets at second level, and 3 targets at third level)

Second Level

Detect Evil (Good): Within the range of the spell, the caster is able to detect the presence of beings or objects of either evil or good.

Range: 30'   Duration: 10 minutes
Save: NONE

Effect: Prior to casting, the magic user determines if they would like to detect either **good** or **evil**. They cannot detect both on the same casting. Items that are good glow with a blue aura, while items that are evil glow red. The spell reveals nothing else about the objects or area.

Fire Resistance: The target who is touched by the spell caster is immune to the effects of fire and heat.

Range: Touch   Duration: 10 minutes
Save: NONE

Effect: For the duration of the spell, the target can resist damage due to heat or fire, whether the source of that damage is natural (e.g. the weather) or magical. Fire resistance includes resisting heat from magic missiles or fire balls.

Invisibility: With a simple touch, the magic user turns their target invisible. The spell lasts for the duration, or until the target attacks another creature.

Range: Touch   Duration: 10 minutes
Save: NONE

Effect: The invisible target is able to move about freely while they are invisible. They will remain invisible if they interact with objects, though

individuals or creatures will certainly notice those objects moving. The effects of the spell cancel immediately at the end of the duration **or** if the invisible target performs an attack.

Scare: You create the mental image of each target within range of their worst fear for up to 1d6 creatures per level of the caster. If the target fails their save, they will immediately flee the area, even if so doing puts it in any kind of danger.

Range: 30'   Duration: 1 minute
Save: INT 12

Effect: Within a 20' radius, up to 1d6 creatures or targets are frightened and will attempt to flee the area, even if it means endangering their lives. They will be unable to return for the duration of the spell.

Strength: The magic user is able to bestow super-human strength upon a target.

Range: Touch   Duration: 10 minutes
Save: NONE

Effect: The target of the spell adds 1d6 to their strength score and adjusts their strength modifier accordingly. Attacks, damage and other actions requiring strength, are impacted for the duration of the spell. If cast at the third level, the target of the spell adds 1d10 instead of 1d6.

Third Level

Fireball: The magic user creates a fearsome fireball that destroys everything in its path. Flammable objects most likely will be set on fire.

Range: 50'   Duration: Instant
Save: END 12

Effect: Every object within a 5' wide path (5' wide is considered the space that a medium humanoid would occupy) for the entire length of the fireball (50') makes a saving throw or takes 12 (2d10) damage, or half upon a successful save. All flammable, non-magical items in the fireballs path will immediately burst into flames.

Fly: Allows the target to fly.

Range: Touch   Duration: 10 minutes
Save: NONE

Effect: One target can fly up to 40' per turn. The target may not be wearing plate mail or carry more than roughly 100 pounds of weight. They may not carry another humanoid creature, though they may choose to carry a small creature.

Slow: Within a 40' radius, the caster can slow the actions of 1d6 creatures of her or his choosing. Targets failing their saving throw move at half speed and take penalties of -2 to AC and -2 to Dexterity saving throws. Effected creatures attempting to cast spells have the spells delayed by one turn; if they are hit by an attack before the spell is cast, they must make a reflex save of DC 12 or better, or the spell they attempted to cast fails.

Range: 120'   Duration: 1 minute
Save: WILL 13

Effect: Within a 40' radius, up to 1d6 creatures have their speed slowed by half. As a result, they are easier to hit as well. For the duration, they have a -2 AC and -2 on all REF saving throws.

Water Breathing: The caster imbues the target of the spell with the ability to breath under water.

Range: Touch   Duration: 10 minutes
Save: NONE

Effect: Although the target is able to breath under water, note that it does not mean that the target is able to swim. Targets wearing plate mail, for example, will immediately sink and risk drowning at the end of 10 minutes. Characters who are able to swim, will do so at a rate of 30' per turn.

CHARACTER NAME _____

Class _CLERIC_

Level _1_

Player Name _____

Empathy | 18 | +2

Perception | 12 | Ø

Intelligence | 11 | Ø

Life Points | 3

ARMOR
ROBE

WEAPONS
MACE Attack _+Ø_ Damage _1D6_

TREASURE & MAGIC ITEMS

Gold | 3

SAVES
Luck | 2
Gut | Ø
Reflex | Ø
Will | +2

SPELLS & ABILITIES

Level	Spell	Level	Spell
1	CURE WOUNDS		

The Magic Seekers

EQUIPMENT
BEDROLL   POUCHES (3)
CANDLES (10)   PRAYER BOOK
HOLY SYMBOL   RATIONS (10)
HOLY WATER (2)   TINDER BOX
INCENSE (4)   WATERSKIN

AC | 10

CHARACTER NAME _____

Class **DWARF**

Level ___1___

Player Name _____

Empathy	Endurance	Perception	Intelligence
6	18	11	9
-2	+2	Ø	-1

ARMOR CHAIN MAIL

AC 15

Life Points **4**

WEAPONS BATTLE AXE **Attack** +2 **Damage** 1d10

TREASURE & MAGIC ITEMS

Gold **6**

SAVES

Luck	5	
Gut	+2	
Reflex	Ø	
Will	-1	

SPELLS & ABILITIES

Level	Spell	Level	Spell	Level	Spell

EQUIPMENT TINDERBOX TORCHES (10) WATERSKIN BEDROLL HAMMER SPIKES (10) RATIONS (10) SACKS (2)

The Magic Seekers

CHARACTER NAME

Player Name

Class **ELF**

Level **1**

Empathy	17 / +2
Endurance	11 / ∅
Perception	11 / ∅
Intelligence	12 / ∅

Life Points **4**

AC **11**

ARMOR LEATHER

WEAPONS Short Bow — Attack +0 — Damage 1D6

TREASURE & MAGIC ITEMS

Gold **6**

SAVES

Luck	5
Gut	∅
Reflex	∅
Will	+2

EQUIPMENT RATIONS (10) WATERSKIN BEDROLL FISHING TACKLE SACKS (2) SILK ROPE (50')

SPELLS & ABILITIES

Level	Spell	Level	Spell

The Magic Seekers

25

CHARACTER NAME _____

Class MAGIC USER

Level ____

Player Name _____

Empathy	10	Endurance	6	Perception	7	Intelligence	14
	0		-2		-1		+1

Life Points 4

AC 8

SAVES

Luck	2
Gut	-2
Reflex	-1
Will	-2

ARMOR
ROBE

WEAPONS
STAFF

	Attack	Damage
	-2	1D6

TREASURE & MAGIC ITEMS

Gold 3

SPELLS & ABILITIES

Level	Spell	Level	Spell
1	MISSILES		

EQUIPMENT
BEDROLL
CANDLES(10)
COMPONENT POUCH
PARCHMENT(10), QUILLS, INK
SPELLBOOK

RATIONS(10)
WATERSKIN
TINDERBOX

The Magic Seekers

CHARACTER NAME _____

Player Name _____

Class _MONK_

Level _1_

Empathy	14	+1
Endurance	11	∅
Perception	17	+2
Intelligence	16	+2

AC 10

ARMOR _ROBE_

WEAPONS _STAFF_

Attack	Damage
∅	1D6

Life Points 3

TREASURE & MAGIC ITEMS

_____

_____

Gold 3

SPELLS & ABILITIES

Level	Spell	Level	Spell	Level	Spell

SAVES

Luck	2
Gut	∅
Reflex	+2
Will	+5

EQUIPMENT

CHARACTER NAME _____

Player Name _____

Class _TRICKSTER_

Level __1__

Empathy	10	0
Endurance	12	0
Perception	14	+1
Intelligence	13	+1

AC 11

Life Points 3

SAVES

Luck	6	0
Gut	0	+1
Reflex	+1	
Will	+2	

ARMOR _LEATHER_

WEAPONS _SHORT SWORD_

Attack	Damage
+0	1D6

TREASURE & MAGIC ITEMS

Gold 7

SPELLS & ABILITIES

Level	Spell

Level	Spell

Level	Spell

EQUIPMENT
BEDROLL
TORCHES (10)
TINDERBOX
POUCHES (3)
ROPE 50'
RATIONS (10)
WATERSKIN

CHARACTER NAME _____

Class WARRIOR

Level 1

Player Name _____

| Empathy | 11 |
| | Ø |

| Endurance | 18 |
| | +2 |

| Perception | 16 |
| | +2 |

| Intelligence | 12 |
| | Ø |

ARMOR CHAIN MAIL

| Life Points | 7 |

WEAPONS SHORT SWORD

| | Attack | Damage |
| | +2 | D6 |

| | AC |
| | 15 |

TREASURE & MAGIC ITEMS

SAVES

Luck	4	+2
Gut		+2
Reflex		+2
Will		+4

Gold 5

SPELLS & ABILITIES

Level	Spell	Level	Spell

Level	Spell

EQUIPMENT RATIONS (16)
BEDROLL WATERSKIN
HAMMER TINDERBOX
IRON SPIKES (16) TORCHES
ROPE (50')
SACK, LARGE

The Magic Seekers

CHARACTER NAME _____

Player Name _____

Class _____

Level _____

Empathy

Endurance

Perception

Intelligence

Life Points

SAVES

Luck

Gut

Reflex

Will

ARMOR

AC

WEAPONS

Attack

Damage

TREASURE & MAGIC ITEMS

Gold

SPELLS & ABILITIES

Level

Spell

Level

Spell

EQUIPMENT

OTHER TOMORROW RIVER GAMES 5E MODULES AND SUPPLEMENTS

This module is just one of the many popular adventures and role-playing aids published by Tomorrow River Games. Other role-playing games currently available include:

Title		Levels
MODULES		
MGB 1	The Lost Temples of Mingalarbar	1-4
MGB 2	The Demons of Mingalarbar	8+
TCK 1	Terror at Weihnachten	7+
TGK 1	Assault on Theramour Keep	1+
TKL 1	Erlon (with Karolee Krause)	4+
TMP 1	The Mescalaro Prophecy	4-6
TMP 2	Sapelo Island: Plight of the Eagles	4-6
TMP 3	Devil's Bridge: Last Stand	6-8
TMR 1	On Ouisconsin	1-3
TMR 2	The Mineral Point Vampire	10+
TRG 1	Dungeon of the Wizard Lord Keraptis	7+
TRG 2	In the Chambers of Keraptis	7+
TRG 3	The Tomb of Keraptis	7+

Exclusively for *The Magic Seekers*

Title		Levels
MODULES		
TMS	The Magic Seekers	1-3
TMS 4	Mystery in the Mountains of Myra	4+
	TMS	The Magic Seekers	

SUPPLEMENTS

Monsters & Demigods

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